PlayStation®

NTSC | U/C

PlayStation®

Suikoden II®

KONAMI®

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CONTENT RATED BY ESRB

SLUS-00958
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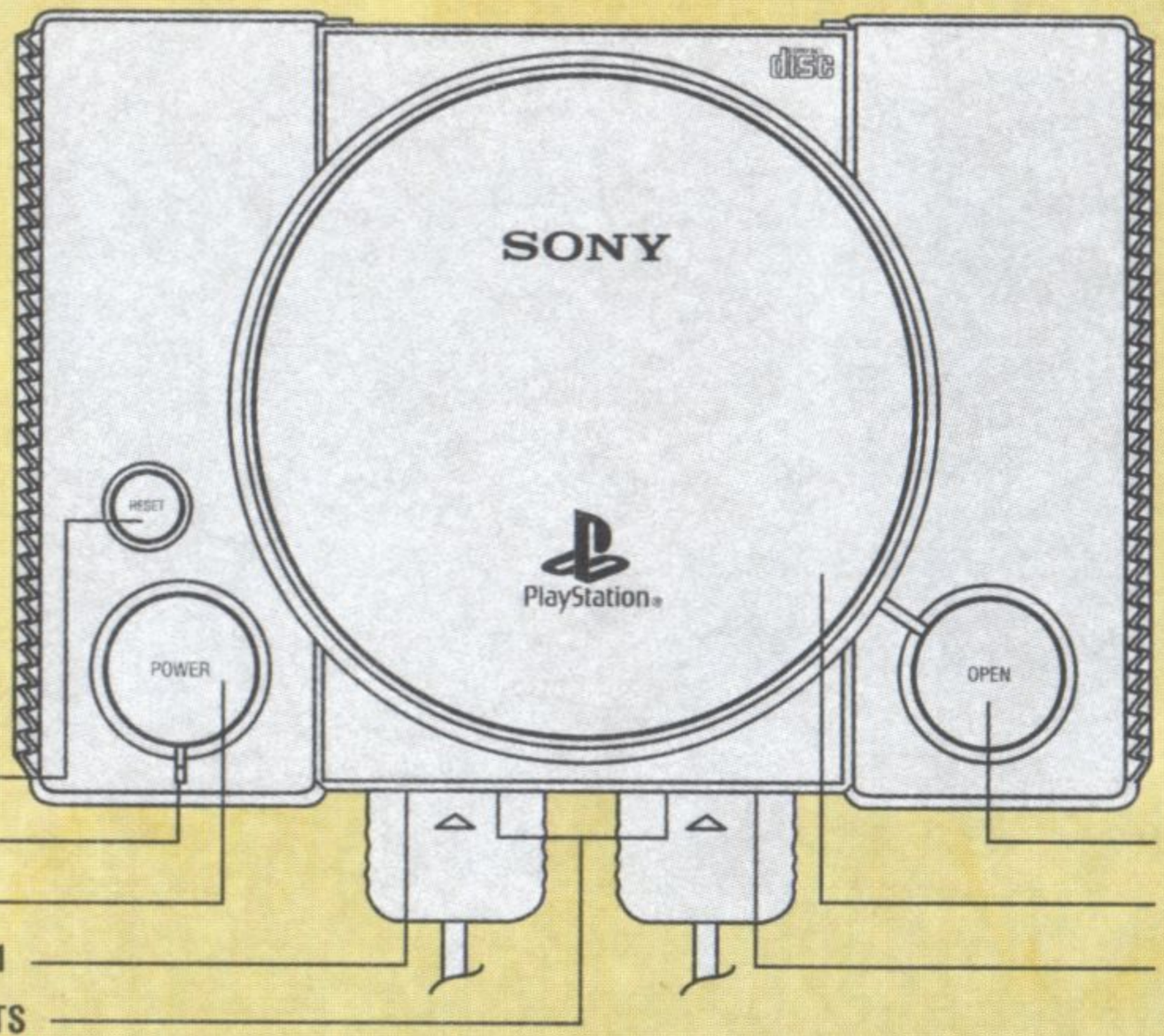
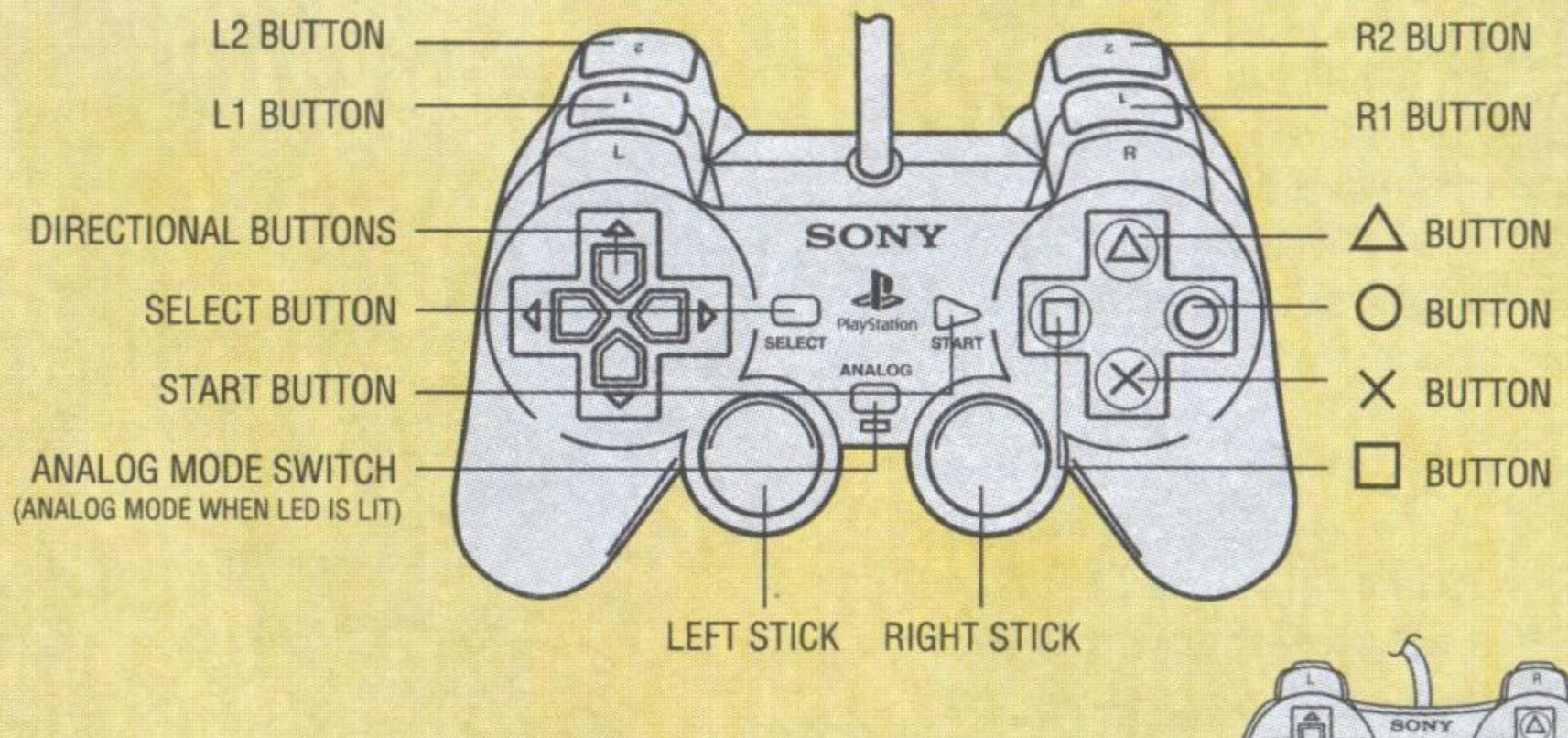
Getting Started



Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Suikoden II disc and close the disc cover. Insert game controllers and turn on the PlayStation® game console. Follow on-screen instructions to start a game.

Controls



NOTE: You may have a controller that looks like this, if so please follow the digital instructions outlined below.

L2 Button: Cancel/Send Message/Dash
L1 Button: Select/Talk/Examine/Send Message
Square Button: Open Menu
Triangle Button: Cancel
Circle Button: Dash
X Button: Select/Talk/Examine/Send Message
(Note that the Dash Button designation may be subject to change.)
LED: Analog mode is not supported by this game. Play in digital mode (with LED display turned off).
Directional Buttons: Move characters or cursor
All buttons function identically to their counterparts on the original controller.
Simultaneously pressing the L1, L2, R1, R2, Select and Start Buttons during the game will return you to the Title Screen.

Map

The region shown on this map is within the spheres of influence of both the Kingdom of Highland and the Jowston League of City-States. The latter of which is comprised of five city-states and one band of knights. The region is also the site of unending border conflicts.

The Kingdom of Highland, backed by the ocean on the East, enjoys close relations with its Northern neighbor, the Sacred Land of Harmonia. Highland feels a threat to its territorial boundaries from the League of City-States, however, and thus has made itself into a military power in opposition to the League.

The League is centered around Lake Deunan, which necessitates movements between member city-states either by circumventing the lake's coastline, or else rely on ships for transport. This situation has caused the League's members to unite firmly, making it difficult for external enemies to threaten them.

Background

Once there was a boy who lived in an army garrison close to the border. Whenever he closed his eyes, he could see the town where he was born. Genkaku, his adoptive father, was strict with the boy, leaving him with many teachings. It did not matter that they were not bound by ties of blood.

Nanami was the boy's foster sister. She and Genkaku were all the family he had ever known, and the boy and Genkaku were always in Nanami's thoughts. The boy also had a close childhood friend named Jowy. There were no secrets between them and they learned many lessons and experienced many things in life together.

But there was one thing in the boy's life that meant more to him than anything. And that was the sight of the town of his birth. One day, his eyes met Jowy's and Jowy laughed. "Changed your clothes already, huh?" he said. "You're really anxious, I see." It was only natural because tomorrow the boy would be returning to the town of Kyaro. How the war had started, or for what reasons the present cessation of hostilities had been secured, he had no way of knowing. Of only one thing was he certain, and it thrilled him to the core of his being. He was going home.

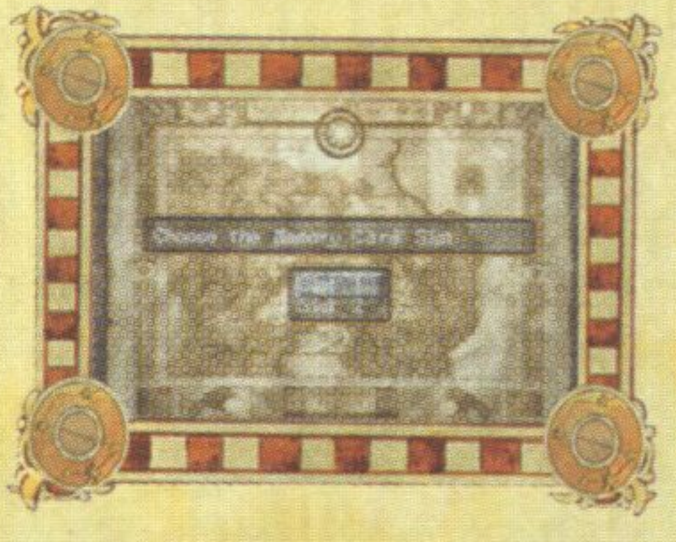
The gears of destiny were grinding slowly but surely with the thoughts and wishes of multitudes of people passing one another by, sometimes tenderly, sometimes heartlessly.

Starting The Game

After the Konami logo appears, the opening movie will play. Press the Start Button to bring up the Title Screen. Press the Start Button again (when the Title Screen is displayed) to bring up the Start Screen. Choose New Game to begin play.

Playing the Game for the First Time

When you choose New Game, you will be asked to enter the name of the game's hero. Use the Directional Buttons to highlight a given character, then press the X Button (or L1 Button) to enter that character. If you make a mistake, press the Triangle Button (or L2 Button) to cancel it. If you press the Enter Button without entering any characters, the game will display previously entered names at random. Choose the one you like, and press the Enter Button.



Loading Save Files

If you have a saved file from Suikoden, the prequel to this game, which was made after charging into Gregminster, you may load it before playing this game. Insert the Memory Card with the saved file on it into either Memory Card Slot 1 or Slot 2. After you have entered the hero's name, you will be asked whether to load the saved data from Suikoden. Choose "Yes" to load save data, or "No" to play the game from scratch. You may change Memory Cards after loading a saved file.

Quitting the Game

When you are through with a play session, open the disc cover and remove the disc after it has stopped spinning. Then turn off the power. If you turn off the power first, the disc will not stop spinning, and as a result, you may damage the disc when you remove it.

Continuing a Saved Game

Insert a Memory Card (sold separately) into either Memory Card Slot 1 or Slot 2. Next, choose Continue from the Start Screen. When the Load Screen appears, choose the appropriate slot and file from those shown.

Saving a Game

You may save your game only at inns or at other specially designated places in the scenario.

The Game Screen

1. Name
2. Current Hit Points (HP)/Max HP
3. Spell Points
4. Level
5. Status Display
6. Command Window
7. Gold

Normal Commands

Press the Square Button (the Select Button) in the Map Movement Screen to bring up the Command Window. There are six types of normal commands: Item, Equipment, Rune, Strength, Formation, and Settings.

1. Item

With this command, you may choose to either Use, Equip (to another character), or Discard a given Item. Items designated as being "the Party's" are the property of the party as a whole. Items designated as "Special" are used in certain game events, and cannot be Discarded.

2. Equipment

With this command, you may equip your characters with armor, shields and other protective gear. First, select the character whom you will equip with the given protective item, then choose the body location to be equipped. A list of items which may be used in this fashion will be displayed. Choose the appropriate item from this list, then make your selection. Note that some characters may possess protective items which cannot be changed. Choose "Best Equip" to equip a selected character with the most suitable protective gear from among those items in the party's possession.

3. Rune:

Choosing the Rune Command allows the casting of magic spells. First, choose a character with the ability to use the Runes. A list of spells usable by the character in question will be displayed. Highlight the spell you wish to use, then select it with the X Button (or L1 Button).

In order to use spells, characters must have Runes lodged within their bodies. In Suikoden II, characters may lodge Runes within their Head, Right Hand, or Left Hand, which appear on the display as H, Rh, and Lh.

There are four levels of magic spells, each with a different amount of Spell Points. The maximum number of Spell Points with which spells of a given level can be cast is determined by that character's Magic Ability. Characters with low levels of Magic Ability can only cast low-level spells, becoming able to cast higher-level spells as their Magic Ability increases.

Each use of a spell reduces the number of Spell Points for that spell level by one. When a character's Spell Points reach zero, he cannot cast any more spells of that level. Spell Points can be recovered by resting at inns.

Note: By taking a Sealed Crystal to a Rune Master, characters can have the seal broken, and the Rune contained therein embedded within their bodies. Characters cannot cast spells without acquiring Runes and having them embedded in their bodies.

4. Strength:

This command allows you to view the status of each character.

STR (Strength): The higher this rating is, the more damage a character can do to monsters.

TECH (Technique): This rating indicates the character's ability to connect successfully with his own attacks, and to evade attacks by opponents.
DEF (Defense): The higher this rating is, the harder it is for opponents to inflict physical damage on the character.
M DEF (Magic Defense): The higher this rating is, the harder it is for opponents to inflict damage on the character with magic attacks.
SPEED: Affects the order of attack. Faster characters attack quicker.
MAGIC: Magical Attack Strength. As this rating increases, so do the number of magical attacks a character can make, and the amount of damage those attacks can do to an opponent.
LUCK: With a high luck rating, characters can sometimes deliver crushing blows to their opponents. They will also find it easier to dodge those same opponents.

5. Formation:

Use this command to change the positioning (front-line or rearguard) of characters in combat. Positioning affects such things as attack forms and potential targets. See Formation, Page 15, for details.

6. Settings:

This command allows you to change various settings, including message speed, window, stereo settings, and volume.

The Headquarters System

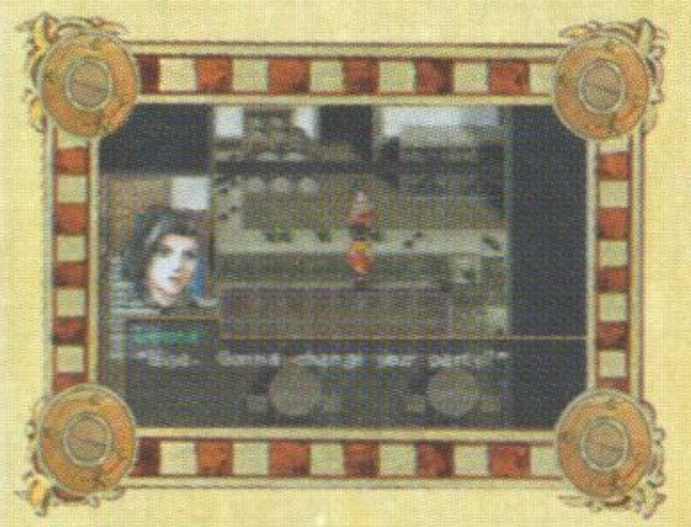
In the course of the scenario, the hero will take control of a castle to use as the headquarters of the Army of the League. By acquiring this castle, he will be able to recruit more than six characters to his cause. He can have no more than six characters in his party at any one time. However, the remaining characters wait in reserve in the castle. While doing so however, those characters will put their skills to use in working on the castle.

Recall Spell:

If you receive the Blinking Mirror, you can recall your party to the castle from anywhere in the game's territory.

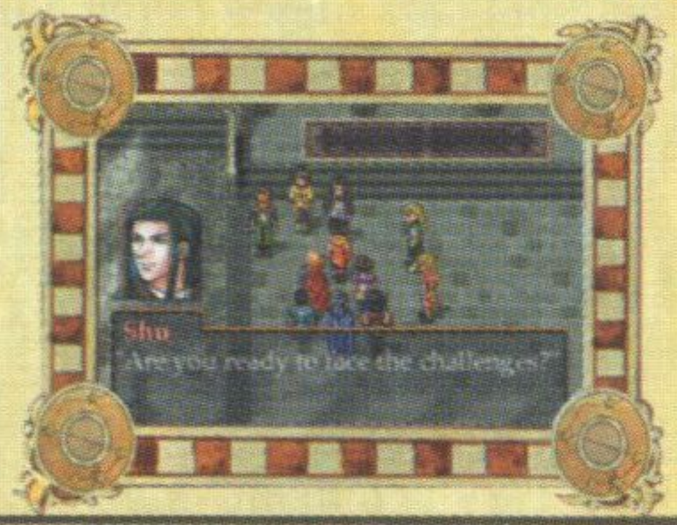
Teleport:

Using the Blinking Mirror, you can teleport instantly to any village, castle, or other locale which you have previously visited.



Changing Party Members:

You can change party members if you speak to Leona.

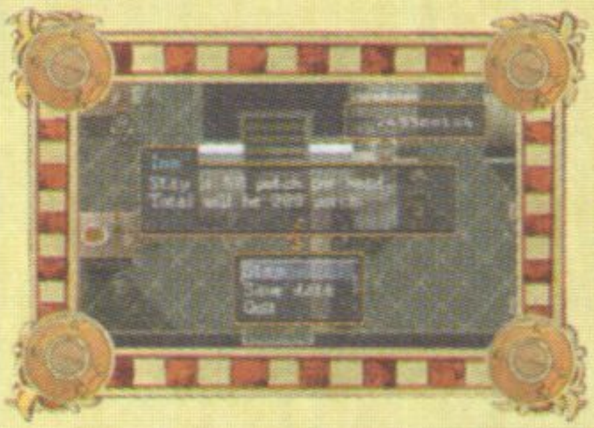


Engaging in War:

By speaking with Shu, you may find yourself engaging in Major Battles (see page 18 for details).

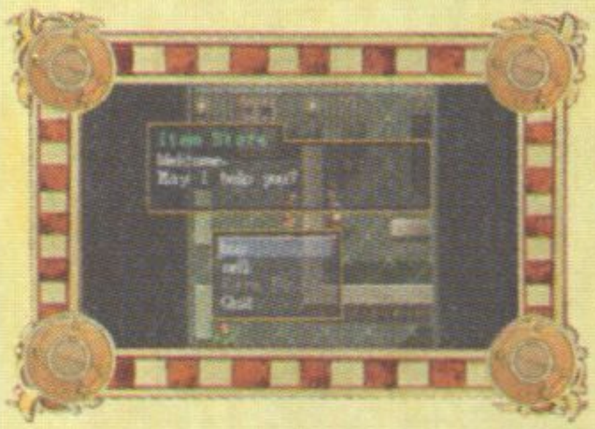
Composition of Forces:

You can change the composition of forces if you speak to Apple.



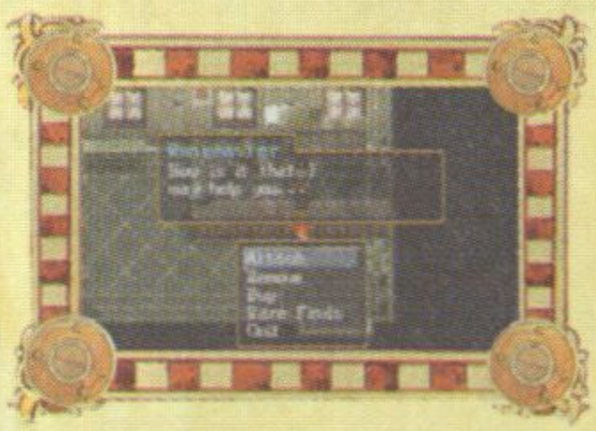
Inns:

Stop at inns to recover party members' hit points and spell usage, or to save the game.



Armorer's Shops/Item Shops:

You can buy and sell armor and other protective gear at the Armorer's Shop, and Items at the Item Shop.



The Rune Masters:

Characters need to have Runes embedded in their bodies in order to use magic spells and special abilities. The Rune Master will do this for you, but you must bring him a Sealed Crystal.

Blacksmith's Shops

You can increase the level of your weapons by having them tempered at the Blacksmith's Shops. The Blacksmith's Shops have ranks of their own, which determines to what extent they can temper a given weapon. You can also use Rune Pieces to give your weapons special abilities. The Blacksmiths will do this work too.

The Appraiser's Shops:

Among the items you will acquire as a result of defeating monsters will be those whose names you do not know. Take these unknown items to an Appraiser's Shop to have them identified.

Trading Posts:

You can deal in trade goods which you acquire in order to earn yourself a living. There are two ways to acquire trade goods: 1) pick up unknown bric-a-brac on a battlefield, and have it appraised; or 2) buy them at a trading post.
Prices for trade goods will fluctuate depending on region and trade good type. You can accumulate a lot of money if you can make use of town gossip to lead you to a profitable trade route.

Restaurants:

At certain designated locations, you can take ingredients which you have acquired and make meals. Once made, a given recipe will appear on that restaurant's menu, and can be purchased as an Item.

Combat

If you encounter an enemy in the Map Movement Screen, the display will change to a combat scene. When combat begins, use the Combat Commands to conduct the engagement. The Combat Commands consist of the following four types:

Fight:

Selecting this command brings up the following six additional commands to choose from: Attack, Defend, Rune, Item, Unite, and Shift.

Attack: attack physically with weapons
Defend: reduce damage from opponents' attacks
Rune: cast a spell
Item: use selected Item
Unite: attack in combinations
Shift: change front line and rearguard positions.

Run/Let Go:

Use this command when you want run from an opponent without fighting. You won't necessarily be able to get away, however.

Bribe:

It is possible to avoid combat by bribing the enemy with money. If the amount of the bribe is too low however, they may not let you get away.

Auto:

This command chooses attacks for all party members based on the weapons they are holding.

Formation

During combat, both hostile and friendly forces are arranged in either frontline or rearguard positions.

Frontline

Characters in the frontline can make any and all kinds of attack, including hand-to-hand combat. The disadvantage is that they are more vulnerable to taking damage themselves as a result.

Rearguard

Characters in the rearguard can only attack with magic or bow and arrow. On the other hand, they cannot be engaged in hand-to-hand combat by the enemy. If a character in the frontline becomes incapable of combat, the character behind him in the rearguard takes his place in frontline.

Weapons are categorized as Short Range (S), Medium Range (M), and Long Range (L), according to the following chart:

S	Short Range	Usable only in the frontline.
M	Medium Range	Usable by both frontline and rearguard characters. Can only hit targets in the opponent's frontline.
L	Long Range	Usable by both frontline and rearguard characters. Can hit targets in both the opponent's frontline and rearguard.

Combination Attacks (Unite)

Choosing the Unite Command allows characters to fight in combination with one another. Specific character combinations within a party can accomplish special attacks.

Examples:

The Hero and Jowy -> "Buddy Attack" -> inflicts damage on the opponent as a whole.
Viktor and Flick -> "Cross Attack" -> inflicts 1.5 times the normal damage on their opponent.

There are many other possible combination attacks. You will need to experiment by combining the members of your party in various ways.

Abnormalities in Character Status

Negative Status

	Status	Character's Condition	Cure
	Poison	Lose hit points each time the character moves	Antidote, Cure Spell, or moving only for limited periods
	Silence	Cannot cast spells	Cure Spell; also cured automatically at end of combat
	Bucket	Hand-to-hand combat accuracy reduced by half	
	Balloon	A balloon is attached to the character's head. Three such balloons will cause the character to float up and off the screen.	Cure Spell; balloons will also pop if the character is attacked in hand-to-hand combat
	Lose Balance	Cannot move for one turn	Recover on Next Turn
	Knockdown		
	Unable to Fight	Can do nothing during combat	In combat, Mother Ocean or Shout Spells; Out of combat, drugs or cure spells will enable the character to recover
	Target	Attacks are concentrated on the character	Cure Spell; also cured automatically at end of combat
	Rust	Weapon level reduced	Item or Cure Spell; also cured automatically at end of combat
	Disunite	Cannot make combination (Unite) attacks	
	Paralysis	Can do nothing during combat	Defeat monster that caused paralysis; Cure Spell; also cured automatically at end of combat
	Teleport		Cured automatically at end of combat
	Sleep		Take damage; Cured automatically at end of combat; also cured with Cure Spell
	Shrink	Attack strength reduced by half	Cured automatically at end of combat; also cured with Cure Spell

Positive Status

	Status	Cause	Effects
	Anger	Item, Enemy Attack	Attack at 1.5 times normal strength for x number of turns
	Toasty	Item, Taking Bath	Recover health for predetermined amount of time
	Boost	Item, Spell, Special Rune	Attack strength doubles for three turns. After Boost fades, take half the damage inflicted on opponents yourself.
	Invincible	Item, Spell	Become invincible to opponents' attacks, but cannot move
	Panic	Special Enemy Attack, Item	Movements are chosen at random. Spell Points do not decrease.
	Energize	Item, Spell	Spell attacks are at 1.5 times normal strength for x number of turns

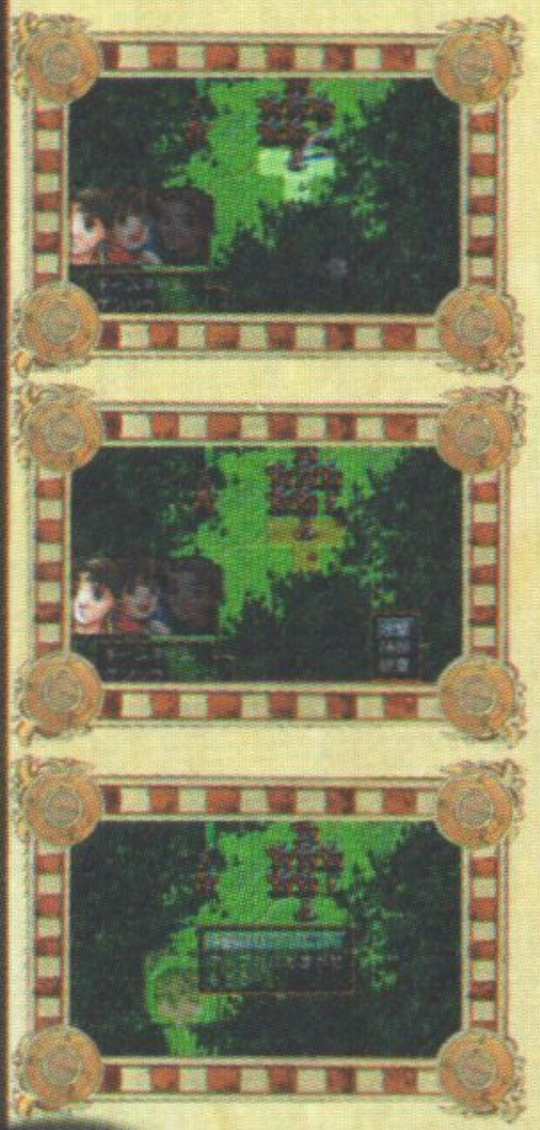
Major Battles

Once you have progressed through a certain amount of the story, you will begin engaging in major battles. In accordance with your progress through the scenario, speaking with your strategist will cause you to enter into a major battle.

Battles between the Army of the League and the Imperial Army are conducted by advancing through set spaces, as in a simulation game. Units are comprised of infantry, archers, and spellcasters. The distinguishing characteristics of each are as follows:

Infantry: good against hand-to-hand attacks. Weak versus archery or magic attacks.
Archers: can attack at range, up to one space away. Weak versus hand-to-hand attacks.
Spellcasters: can attack at range, up to two spaces away. Weak versus hand-to-hand attacks.

Conducting Major Battles



Move the cursor over a unit to display its field of movement. Select a location within that unit's field of movement, and the unit will move there. If, after moving, there are enemy units within range in the area, move the cursor to the enemy unit. A menu with the commands "Attack" , "Wait", or "Rune" will appear. Make your selection, then act.

Attack: attack physically with weapons.
Wait: hold current position.
Rune: attack by casting spells.
Note that characters leading units may sometimes have special abilities as well.

The opposing forces move when all friendly forces have moved, or when the player either presses the Start Button, or moves the cursor to an area where there are no units and presses the Select Button. Actions repeat back and forth in this fashion. If the player meets the Victory conditions for the battle, or destroys his opponent's units, then the battle ends in Victory for the Army of the League. Conversely, if the player's conditions for defeat are met, or if his own forces are destroyed, then the battle ends in defeat for the Army of the League, which can include his castle being occupied by enemy forces.

Note that these actions can be carried out in Auto Mode.

Spell List

Fire Rune

Level	Name	Effects
1	Flaming Arrows	60 damage to monsters as a whole
2	Fire Wall	150 damage to single row of monsters
3	Dancing Flames	300 damage to monsters as a whole
4	Explosion	700 damage to monsters as a whole

Water Rune

Level	Name	Effects
1	Kindness Drops	Fully heal one character in the party
2	Protection Mist	Increase magic resistance for all party members by 20% for three turns
3	Kindness Rain	Heal all party members by 300 points
4	Silent Lake	Negate all spellcasting for three turns, friend and foe alike

Wind Rune

Level	Name	Effects
1	Wind of Sleep	Put row of monsters to sleep
2	Healing Wind	Fully heal one character
3	The Shredding	450 damage to monsters as a whole
4	Storm Warning	Reflect attack spell directed at oneself back on caster

Earth Rune

Level	Name	Effects
1	Clay Guardian	Increase one character's defense
2	Revenge Earth	Give one character 100% accuracy with retaliatory attacks for three turns
3	Canopy Defense	Repel one spell cast on group
4	Earthquake	800 damage to monsters on ground as a whole

Lightning Rune

Level	Name	Effects
1	Angry Blow	100 damage to one monster
2	Thunder Runner	120 damage to one column of monsters
3	Bolt of Wrath	600 damage to one monster
4	Thor Shot	1000 damage to one monster

Resurrection Rune

Level	Name	Effects
1	Scolding	30 damage to one monster, double damage to undead
2	Yell	Heals the condition of being unable to fight
3	Charm Arrow	400 damage to monsters as a whole, double damage to undead
4	Scream	Heal all party members by 300 points

Shining Shield Rune

Level	Name	Effects
1	Great Blessing	Heal all party members by 70 points
2	Shining Light	130 damage to enemy as a whole
3	Battle Oath	Heal all party members by 300 points, 50% chance of becoming enraged
4	Forgiver Sign	Heal all party members by 2000 points, remainder as damage to single enemy

Black Blade Rune

Level	Name	Effects
1	Flash Judgment	120 damage to single enemy
2	Twinkling Blade	100 damage to enemy as a whole, 30% chance of instant death
3	Piercing One	700 damage to one enemy as a whole
4	Hungry Friend	1200 damage to enemy as a whole

Blink Rune

Level	Name	Effects
1	Ready!	Teleport one monster; failure causes one ally to teleport
2	Set!	Teleport object over monsters' heads so that it falls on them for 150 damage to enemy as whole; failure causes object to teleport over the heads of friendly forces
3	Go!	Teleport all monsters; failure teleports all except self

Darkness Rune

Level	Name	Effects
1	Finger of Death	Kill one monster
2	Soul Thief	300 damage to one monster, recover as many hit points as target takes in damage
3	Final Bell	Kill row of monsters; 500 damage to unaffected opponents
4	Black Shadow	500 damage to monsters as a whole

Blue Gate Rune

Level	Name	Effects
1	Open Gate	50 damage to one monster
2	Kings Road	150 damage to monsters as a whole
3	Pale Palace	500 damage to monsters as a whole
4	Empty World	900 damage to monsters as a whole, 90 damage to friendly party

Blessed White Lady Rune

Level	Name	Effects
1	Shining Pupil	120 damage to one monster
2	Moonlit Forest	200 damage to one column of monsters
3	White Priestess	400 damage to monsters as a whole

Item List

Items For Use

Name	# of Uses	Effects	Price
Dragon Incense		Restores 50 hit points to all party members when used (during combat only)	100
Blinking Mirror		Enables Recall to Headquarters (only on World Map)	500
Suiko Map		Displays reduced-size map in lower right-hand corner of World Map	200
Sacrificial Jizo	1	When a character is equipped with this item, they can recover up to 50% of total hit points when rendered incapable of combat	200

Items To Be Consumed

Name	# of Uses	Effects	Price
Medicine	6	Restore 100 hit points	100
Mega Medicine	3	Restore 500 hit points	500
Antitoxin	4	Recover from Poisoned Status	200
Throat Drops	4	Recover from Silence Status	200
Needle	4	Recover from Balloon Status	200
Escape Talisman	1	Escape from Dungeon	500

Attack Items

Name	# of Uses	Effects	Price
Flaming Arrows	2	60 damage to monsters as a whole	700
Fire Wall	1	150 damage to single row of monsters	1000
Dancing Flames	1	300 damage to monsters as a whole	2000
Kindness Drops	1	Fully heal one character in the party	700
Protection Mist	1	Increase magic resistance for all party members by 20% for three turns	1000
Kindness Rain	1	Heal all party members by 300 points	3000
Wind of Sleep	2	Put row of monsters to sleep	700
Healing Wind	1	Fully heal one character	1000
Shredding	1	450 damage to monsters as a whole	2000
Clay Guardian	2	Increase one character's defense	700
Vengeance	1	Give one character 100% accuracy with retaliatory attacks for three turns	1000
Canopy Defense	1	Repel one spell cast on group	2000
Angry Blow	2	100 damage to one enemy	700
Thunder Runner	1	120 damage to one enemy column	1000
Bolt of Wrath	1	600 damage to one enemy	2000

Note: Hvy.=Heavy Armor, Lt.=Light Armor, MA=Karate Suit, R=Robe

Protective Gear List

Name	Defensive Bonus	Special Effects	Type
Bandanna	+1		Headgear
Leather Hat	+2		Helmet/ Headgear
Feathered Hat	+3	+3 to SPEED; Resists Wind Effects	Headgear
Pointed Hat	+5	Protects Against Balloons	Headgear
Circuret	+7		Helmet/ Headgear
Half Helmet	+10		Helmet/ Headgear
Head Gear	+14		Headgear
Silver Hat	+19	Restores Hit Points; Resists Darkness Effects	Headgear
Full Helmet	+20		Helmet
Wind Hat	+24	+7 to SPEED; Resists Wind Effects	Headgear
Flame Helmet	+30	+4 to POWER; Resists Fire Effects	Helmet
Robe	+1		Lt./MA/R
Tunic	+2		Lt./MA
Leather Coat	+4		Hvy./Lt./MA
Brass Armor	+6		Hvy./Lt.
Guard Robe	+7		Lt./MA/R
Karate Uniform	+10	+5 to SKILL	Lt./MA
Leather Armor	+14		Hvy./Lt.
Chain Mail	+16		Lt.
Ninja Suit	+17	+15 to SPEED	Lt./MA

Name	Defensive Bonus	Special Effects	Type
Half Plate	+19		Hvy.
Magic Robe	+22		Lt./MA/R
Thunder God Garb	+25	+10% to Accuracy; Resists Lightning Effects	MA
Scale Mail	+28		Lt.
Dragon Armor	+30		Hvy./Lt.
Master Robe	+33	Automatically Restores 10 Hit Points	MA/R
Full Plate	+36		Hvy.
Taikioku Wear	+40	+10 to SPEED	MA
Master Garb	+45	+15 to POWER and SKILL	Lt./MA
Robe of Mist	+47	+10% to Magic Resistance; Resists Water Effects	MA/R
Earth Armor	+49	Defends Against Negative Status Effects; Resists Earth Effects	Hvy./Lt.
Dream Robe	+52	Wearer Evades Hand-to-Hand Attacks 50% of the time	MA
Silver Dragon Armor	+55	Restores 10 Hit Points Per Turn; Attributes to Darkness	Lt.
Knight Armor	+58		Lt.
Blood Armor	+62	Causes 15 Hit Points of Damage to Wearer Per Turn	Hvy./Lt.
Wooden Shield	+2		Shield
Steel Shield	+7		Shield
Kite Shield	+12		Shield

Note: Hvy.=Heavy Armor, Lt.=Light Armor, MA=Karate Suit, R=Robe

Name	Defensive Bonus	Special Effects	Type
Mangosh	+19	Increases Counterstrike Frequency	Shield
Silver Shield	+27	Restores Hit Points; Resists Darkness Effects	Shield
Chaos Shield	+34		Shield
Wooden Shoes	+1		
Boots	+3		
Toe Shoes	+9		
Winged Boots	+14	+10 to SPEED	
Iron Boots	+15		
Gloves	+2		
Gauntlet	+4		
Silverlet	+11		
Power Gloves	+16	+15 to POWER	
Goldlet	+18		
Cape	+1		
Leather Cape	+5		
Fur Cape	+9		
Cape of Darkness	+12		
Crimson Cape	+14		
Necklace	+7		
Heavy Necklace	+11		
Silver Necklace	+17	Restores 1 Hit Point	
Gold Necklace	+21	+5 to Magic Defense	

Name	Defensive Bonus	Special Effects	Type
Wing Ornament	+19	+12 to SPEED	
Leggings	+2		
Shoulder Pads	+5		
Cheek Guards	+3		
Belt of Strength	+6	+5 to POWER	
Fire Emblem	+7	+15 to POWER; Resists Fire Effects	
Gold Emblem	+10	+10 to Magic Defense	
Blue Ribbon	+6	Protects Against Becoming Enemy Target	
Star Earrings	+8	Automatically Restores 5 Hit Points	
Sun Badge	+4	Automatically Restores 2 Hit Points	
Fish Badge	+6	Increases Magic Resistance by 3%	
Rose Brooch	+13		
Water Amulet	+6	Increases Magic Resistance by 5%; Resists Water Effects	
Thunder Amulet	+9	+15% to Accuracy; Resists Lightning Effects	
Wind Amulet	+12	+10 to SPEED; Resists Wind Effects	
Guard Ring	+7	+10 to MAGIC and Magic Defense	
Magic Ring	+7	+15 to MAGIC	
Speed Ring	+10	+15 to SPEED	
Power Ring	+8	+20 to POWER	
Skill Ring	+9	+20 to SKILL	
Lucky Ring	+12	+20 to LUCK	

Coming Soon!

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